Suikoden V

幻想水滸伝



TEEN
T
CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

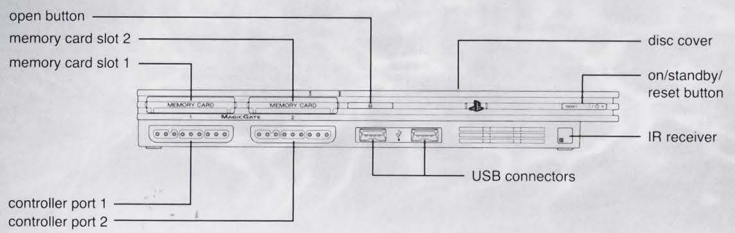


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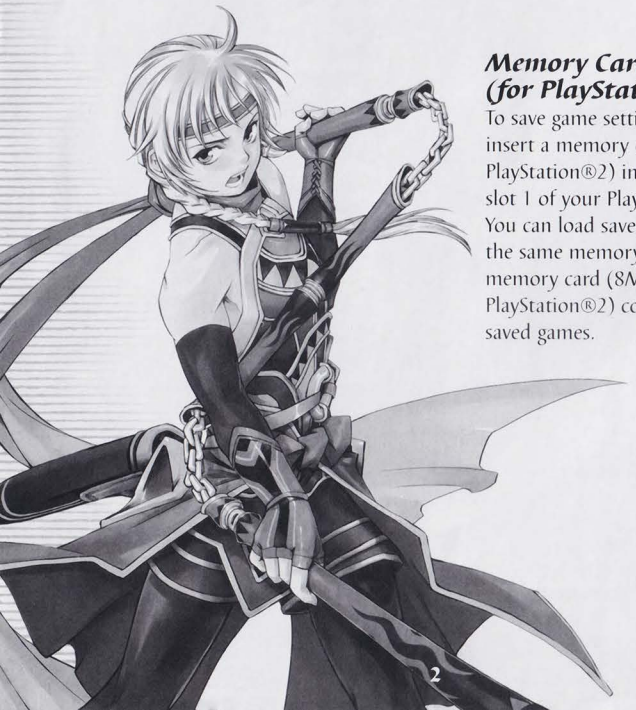
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Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ***Suikoden® V*** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

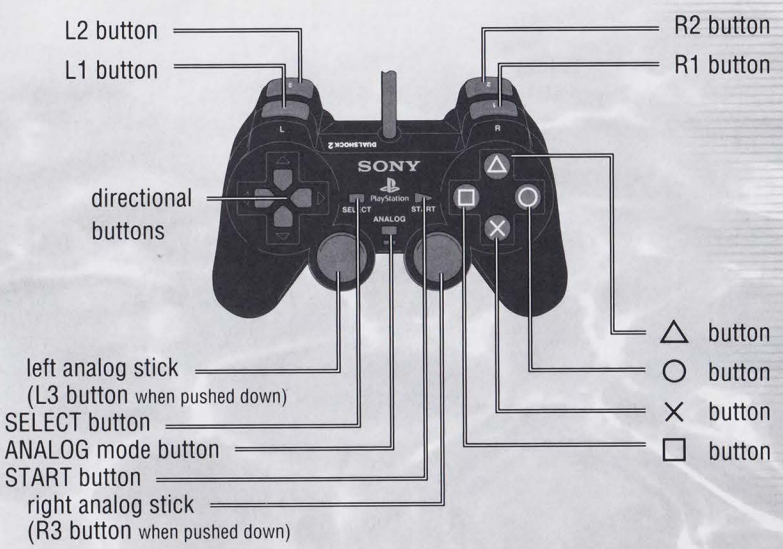


Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game requires a DUALSHOCK®2 analog controller.
Connect a DUALSHOCK®2 analog controller to controller port 1.

Suikoden V's game controls are explained screen by screen in this booklet.
For detailed information about each screen and what controls are available there, please refer to the appropriate page.

* The ANALOG mode button is always on (mode indicator: red). It is not possible to turn the ANALOG mode button off (mode indicator: off). However, the vibration function can be turned on or off at the beginning of the game in the Option settings, or by selecting Options from the Main Menu (Option settings: P. 10; Options menu: P. 25).

Story

Nurtured by the beautiful Feitas River and blessed with the power of the Sun Rune, the Queendom of Falena flourished into a land graced with peace and prosperity.

Yet, it was not always so. For years, relentless power struggles amongst successors to the throne threatened to topple the very balance of power upon which Falena thrived. Fortunately, the illustrious Queen Arshtat emerged to power, and under her benevolent rule, peace was restored to Falena at last.

That is, until a single town — once presumed to be most loyal to the Queen — revolted against her rule.

Two years have now passed.

Under the orders of Queen Arshtat, a small ship travels to investigate the aftermath of that town's revolt, and upon that ship stands an unassuming young man...

A young man whose fate will forever change the course of history... That young man being none other...than the Prince of Falena.







The Queendom of Falena, ruled for generation upon generation by the women of the royal family: a vibrant nation, criss-crossed by canals and bustling with commerce. The Prince of Falena and his friends are about to embark on an adventure that will take them far and wide across this land, and beyond its borders to neighboring nations too.

Characters



Hero

Prince of the Queendom of Falena.
Eldest son of Queen Arshtat and Commander Ferid of the Queen's Knights.



Arshtat

Queen of the Queendom of Falena, she has earned the veneration of her people. All her efforts have gone into building a peaceful nation.



Ferid

Arshtat's husband and Commander of the Queen's Knights. A hero to the people since he fought an invading enemy off at the front lines, saving the Queendom.



Lyon

Queen's Knight apprentice.
The Prince's personal bodyguard.



Sialeeds

Queen Arshtat's younger sister. Aunt to the Prince and Lymsleia. A free spirit, living from day to day and whim to whim.



Georg

Visited the Queendom of Falena at the behest of his old acquaintance Ferid, who was then Commander of the Queen's Knights — then became a Queen's Knight himself.



Lymsleia

The eldest daughter of Arshtat and Ferid.
The Prince's younger sister. Heir Apparent to the throne of the Queendom of Falena.

Game Controls

World Map controls (World Map: P. 14)

Select	Directional buttons/left analog stick
Confirm	⊗ button/L1 button
Cancel	△ button/L2 button
Display Main Menu	□ button/SELECT button
Move character	Directional buttons (walk)/left analog stick (push softly to walk, or harder to run)
Display/hide surrounding area	R2 button
Cancel ship movement demonstration	△ button/L2 button

Field Map controls (Field Map: PP. 14-15)

Select	Directional buttons/left analog stick
Confirm	⊗ button/L1 button
Cancel	△ button/L2 button
Display Main Menu	□ button/SELECT button
Move character	Directional buttons (walk)/left analog stick (push softly to walk, or harder to run)
Action	⊗ button/L1 button
Camera zoom (three levels)	Right analog stick/R1 button

Main Menu controls (Main Menu: PP. 18-25)

Select	Directional buttons/left analog stick
Confirm	⊗ button/L1 button
Cancel	△ button/L2 button
Organize items	○ button

Battle controls (Battle: PP. 26-30)

Select	Directional buttons/left analog stick
Confirm	⊗ button/L1 button
Cancel	△ button/L2 button

One-on-One Duel controls (One-on-One Duel: P. 31)

Attack	□ button
Defend	⊗ button
Special	○ button

War controls (War: PP. 32-35)

Select	Directional buttons/left analog stick
Confirm	⊗ button/L1 button
Cancel	△ button/L2 button
Select unit	R1 button/R2 button
Display menu	SELECT button
Map Attack	□ button

Starting the Game

Starting the game causes the opening movie to play. You can skip this movie and go straight to the title screen by pressing the START button, ○ button, ✕ button, L1 button, or L2 button.

NEW GAME

Start a new game from the very beginning. Select NEW GAME with either the directional buttons, left analog stick, or SELECT button, then confirm your selection with either the ✕ button, L1 button, or START button. The Hero name input screen will appear.

Name Input Screen

Enter a name for our Hero. Input the name and press the START button to display the confirmation screen, then select Yes to proceed to the Options screen.



Controls	
Select letter	directional buttons/left analog stick
Enter	✕ button
Back	△ button
End	START button

Options

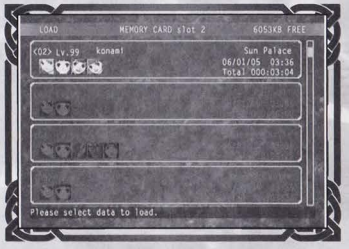
Here you can change various game settings. Select an item with the directional buttons or by moving the left analog stick up and down, then change the item's setting with the directional buttons or by moving the left analog stick left and right. To start the game, select Start Game and press either the ✕ button or the L1 button.



Customizable Options	
Message Spd	Changes the speed at which messages are displayed.
Sound Output	Switches between Stereo and Monaural output.
BGM Volume	Changes the volume of the music.
SFX Volume	Changes the volume of the sound effects.
Voice Volume	Changes the volume of the character voices.
Vibration	Turns the vibration function on or off.
Auto Battle	Changes what characters do when Auto is selected during battle. "Individual" causes characters to select enemies randomly, "Low HP" causes characters to attack enemies with low HP first, and "High HP" causes characters to attack enemies with high HP first. (Auto: P. 27; Weapon Range Categories: P. 24; HP: P. 18)
Hero's Voice	Choose between Voice A, Voice B, or Off for Hero's Voice.
Adjust Scrn	Selecting this item displays the setting screen, which can be used to adjust the screen position.

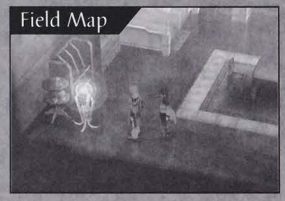
CONTINUE

If you have Suikoden V game data saved on a memory card (8MB) (for PlayStation®2), you can continue playing where you left off. Select the MEMORY CARD slot and the data to be loaded, and confirm your selection with either the ✕ button or the L1 button.



Saving Data

Data can be saved at the Journey Orbs on the Field Map, or inns. Insert a memory card (8MB) (for PlayStation®2) with at least 113KB of free space in either MEMORY CARD slot 1 or MEMORY CARD slot 2 before starting the game. Please note that if you overwrite data, this will erase the previous data (Field Map: PP. 14-15; Inns: P. 17).





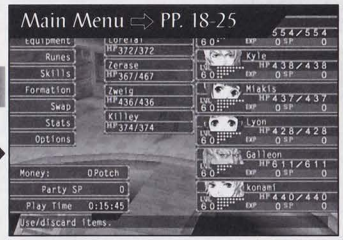
Playing the Game

Use Hero to speak with townsfolk, fight enemies, and advance the story. This section explains the relationships between the screens. Learn this knowledge well and use it to assist you in your adventures!

Map Screen

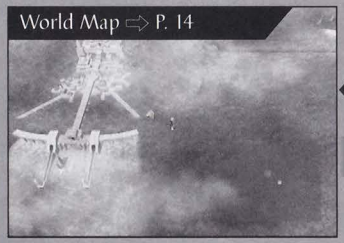
This is the main screen you will use throughout the course of your adventure. If you encounter enemies in transit, a battle will start.

Main Menu ⇨ PP. 18-25



Use this screen to check your companions' attributes, change equipment, or use items.

World Map ⇨ P. 14



Towns, dungeons, and other such features dot the World Map, which is used to move from town to town and search for destinations.

Field Map ⇨ PP. 14-15



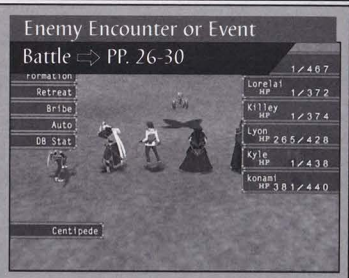
Use the Field Map to speak with townsfolk and go shopping in towns, or to explore dungeons.

Fighting Enemies

There are three types of combat with enemies: Battle, One-on-One Duel, and War. Fighting will occur when you encounter an enemy on the Map Screen, or as the result of an event.

Enemy Encounter or Event

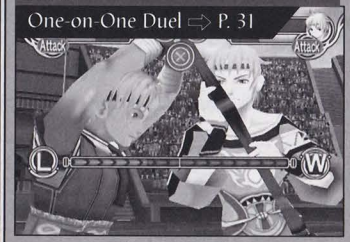
Battle ⇨ PP. 26-30



The combat system is turn-based. Each turn ends after every allied and enemy character has acted, and turns are repeated until one side or the other has been completely destroyed.

Event

One-on-One Duel ⇨ P. 31



Fight against an enemy one-on-one. Predict their actions based on what they say, and counterattack with superior strategy.

Event

War ⇨ PP. 32-35



Command multiple units and fight against opposing units. Control your allied units and lead your army to victory.

About Game Over

Losing a fight against the enemy means game over. A screen will appear at this point asking you to decide whether or not to try again. To try again, select Continue. However, you may also meet with "bad endings" that do not allow you to try again. In these cases, you must start again from your last saved game.

Note that the options you choose during conversations can also lead you to bad endings. (Conversation: P. 15).



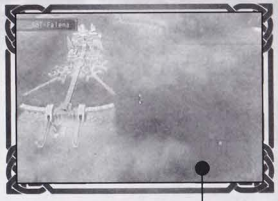
Map Screen

World Map, Field Map

There are two types of map: the World Map, which is dotted with towns, dungeons, and other such locations; and the Field Map, which is used to move through towns and similar areas. If you encounter enemies in transit, a battle will start (Battle: PP. 26-30).

World Map

Use this map to enter towns and dungeons. Move the character with either the directional buttons or the left analog stick. To display the Main Menu, press the ▣ button or the SELECT button (Main Menu: PP. 18-25).



Surrounding Area

Your current location, dungeon entrances, nearby towns and buildings are all marked on the map. You can display or hide this by pressing the R2 button.

Entering the Field Map

When you move over the entrance to a town, dungeon, or other such location, options will appear allowing you to decide whether or not to go inside. To enter, select Yes with either the directional buttons or the left analog stick, and then confirm your choice with either the ✕ button or the L1 button.



Field Map

Here, you can collect information by speaking with people, or buy goods and equipment. Other events will also occur as the story unfolds. Note that you can switch between three camera zoom modes by using either the right analog stick or the R1 button, and you can display the Main Menu by pressing either the ▣ button or the SELECT button.



Field Map Screen

Actions

Press either ✕ button or the L1 button on the Field Map to perform an action. Many kinds of actions are possible, but conversations are particularly important, as they let you gather information that will be useful throughout the course of your adventure, and learn more about new party members too. Be sure to speak with the local townsfolk whenever you arrive at a new town.

Examples of Actions

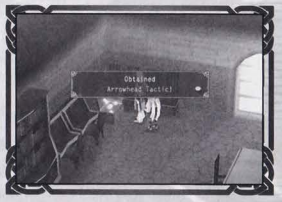
Conversation

Speak with many different people, and gather a wide range of information. If you're unsure of your destination or other in-game details, you may be able to pick up a hint by speaking with your companion Lyon. In some conversations, the options you select will determine which of the possible courses of action Hero undertakes.



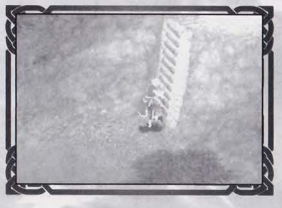
Opening Treasure Chests

Open treasure chests to obtain items and so forth. Be sure to open every one you find, as Orb Pieces and other valuable items may be within (Runes: P. 21).

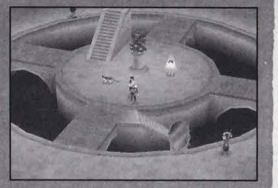


Climbing Ladders

To climb up a ladder, either use the up directional button or push the left analog stick up. To climb down a ladder, use the down directional button or push the left analog stick down.



Headquarters



As your adventures progress, the characters who have joined you along the way will gather together in whichever town or village Hero is currently in. The place where these characters gather is called your Headquarters, and from here you can select characters to participate in battles, reorganize your entourage, and enjoy all sorts of different events. You can also play mini games by talking to certain characters in your Headquarters. Try to bring as many different sorts of companions together as you can (Battle Characters and Entourage: P. 18).

Map Screen

Shop

This section describes the shops you will find in towns and villages. A wide variety of shops are available, including item shops, inns, training halls, and others, all dealing in different merchandise or providing different services.

Using Shops

Move to a shop and press either the ⊗ button or the L1 button to speak to the proprietor. The options available in that shop will be displayed. Make your selection with either the directional buttons or the left analog stick, and then confirm it with either the ⊗ button or the L1 button.



Armor Shops

In Armor Shops, you can buy or sell armor and other items. Rare Finds allows you to purchase high-quality armor in limited numbers. Note that the armor available in Rare Finds will change as time passes. While you are selecting armor, the game will display what your attributes would become if you equipped that armor. Increased attributes will be signified by ▲ and a number indicating the amount of the increase, and decreased attributes will be signified by ▼ and an amount, so take this into account when making buying decisions.

Restaurants

In the Restaurant in your homebase, you can order dishes that can be used as recovery items, if you have the right ingredients. Speak to the proprietor once you have the ingredients, and you will be able to hand them over to him and increase the number of dishes available to order. You can obtain ingredients in many different ways, including purchasing them in armor shops, winning them in battle, or acquiring them from facilities built inside your Headquarters by convincing certain characters to join you (Battle: PP. 26-30).

Trading Posts

Go to trading posts to buy and sell tradable items such as Sugar and Soybeans. Tradable items change in price from place to place and over the course of your adventure, so try to buy low and sell high. Also, select the Check Rumors item to trade money (Potch) for information on tradable items.

Appraisers

When you defeat an enemy, you may acquire an unappraised item with a question mark (?) in front of its name, such as a "?Pot" or "?Picture". Take these items to appraisers to have them looked at. Once you have an item appraised, you will know its value, and can sell it to the appraiser. Note that you can also sell an unappraised item without appraising it first, but that you will not receive as much money for it.

Inns

Inns can be used to rest and recover HP, MP, and other attributes, or to save data. If you only want to save data, select Save (HP/MP: P. 18; Saving Data: P. 11).

Blacksmiths

Weapons come in different levels, with higher levels indicating stronger Attack ratings. A blacksmith will improve the level of your weapon for money (Potch). Select the character with the weapon to forge, and confirm your selection. Note that the higher the level of the weapon, the higher the cost.

Item Shops

Here you can buy a variety of different items, including Medicine, Mega Medicine, and Antitoxin. You can also sell armor and other items that you have with you.

Rune Shops

Go to a rune shop to have a character equip or remove an Orb item. Equipping an Orb lets a character to use magic or some other special power, so be sure to visit a rune shop whenever you acquire an Orb. You can also select Assemble Pieces, Create Scroll, or Buy commands here as well (Runes: P. 21).

Training Halls

Use training halls to improve characters' skills and to learn which skills would be best for each character. Once you equip the skills you have trained here, that character's attributes will improve. Some training halls can be used for Combat Training, and some can be used for Magic Training. To improve Attack and Physical Defense, use a training hall that allows Combat Training, and to improve Magic, Magic Defense and so forth, use a hall that allows Magic Training (Skills: PP. 22-23).

Main Menu

Viewing the Screen

Main Menu Screen

Press either the ● button or the SELECT button at the Map Screen to display the Main Menu. Select a menu option with the directional buttons or the left analog stick, and confirm your selection with the ✕ button or the L1 button.



1 Menu

Select the desired option from the Main Menu.

2 Money

Obtain money (Potch) by winning in battle and war, or by selling items.

3 Party SP

These are Skill Points shared among the party. See P. 23 for information.

4 Play Time

Displays the total Play Time.

5 Entourage

If you switch a character from your entourage with a Battle Character, they will take part in the fighting instead. Note, however, that characters displayed in green frames can only be in your Entourage. These characters cannot participate in battle, and cannot be switched (Swapping: P. 24/Switching: P. 29).

6 Battle Characters

These are the members of your party who will take part in any battles that may arise.



7 LVL

The character's level. Lower-level characters earn more experience points from the same battle than characters of higher level.

8 MP

This is the power you use to employ magic. Each small box shows how many times you can use magic of each level. The list is sorted with lowest levels at the top (Runes: P. 20).

9 HP

A character's current/maximum Stamina. A character will become Unconscious if current Stamina reaches 0.

10 EXP

Experience Points. Characters earn Experience Points by winning in battle, and advance one level for each 1,000 points they earn.

11 SP

Skill Points. Characters earn Skill Points by defeating enemies. These points are used for improving skills (Skill Improvement: P.23).

Status Change

When a character's status is Poison or Venom, an icon will appear, and the screen will flash at regular intervals. Even after the battle ends, characters will not recover from the Poison or Venom state until they either walk it off, use an Antitoxin item, or use some kind of Status Change healing magic (Status Change: P. 30)

Main Menu

Items and Equipment

Use items or change the equipment characters are using or carrying. Be sure to check that you have enough of all the items and equipment you need before heading off on your adventures!

Items



Use or discard items in your possession by selecting one of the three options below. Note that you can press the ● button in the Party Items screen to sort items by type.

Party Use or discard items shared by your party.

Important Important items for making progress in the game. This includes items that have an effect just by being in your possession, as well as items that must be used. Note that you cannot discard important items. One of these items, the Blinking Mirror can be used to send you back to your Headquarters in an instant.

Equipped Use or discard items equipped by each character. Select the character first, followed by the equipped item.

Equipment



Equip or remove armor and items. To use an item during battle, you must equip it here first. Press the ● button in the armor/item selection screen to sort items by type. When you are changing which items a character equips, the screen will show what that character's attributes would be after the change. Increased attributes will be signified by ▲ and the value after equipping, and decreased attributes by ▼ and the value after equipping (Stats: P. 25).

Equip Equip armor or items.
Select the armor or item first, followed by the character.

Unequip Remove equipped armor or items.
Select the character first, followed by the armor or item.

Best Automatically equip the best armor or item available.
Select the character first, followed by the place where you'd like to wear the best armor/item.

Unequip All Removes all equipped armor and items.

All Best Changes all equipment to the best available.

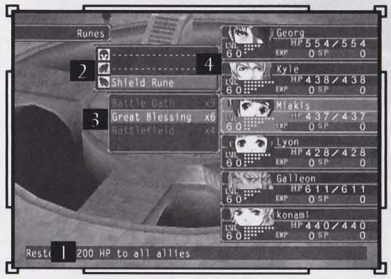
Main Menu

Runes

Runes provide special abilities, such as magic or special attacks, which a character can gain by equipping the relevant Orb item on their body. Use them wisely, for they will prove invaluable over the course of your adventures.

Runes

Check the effects of each character's equipped runes, or use magic. To use magic, first select the character, then the rune, and finally the magic. Depending on the particular magic, you may also need to select who it will be used on.



1 Explanation

Explanatory notes about the rune or magic.

2 Equipped Runes

These are the runes equipped in, from the top down, the Head, Right Hand, and Left Hand.

3 Magic

Magic you can use is displayed in white, and magic you cannot use is displayed in gray. Beside the name of each type of magic is a number indicating how many times you can use that magic.

4 Permanent Runes

If ● is displayed to one side of the rune name, then that rune cannot be removed.

Places to Equip Runes

Characters will be able to equip runes in more places as their level increases, up to a maximum of three places: the head and both hands. Places for equipping runes which are displayed in gray are not yet available to that character; runes can only be equipped in places marked with "———". Note that some runes can only be equipped by certain characters, or in certain places.



About Runes

To use the power of a rune, you will need to go to a town's rune shop, have the Orb's seal removed and have the rune equipped on your character's body. Equipping a rune will allow your character to use magic of Fire, Water, or other elements, or to attain some superhuman power. Orbs can be purchased from rune shops, won in battle, or obtained from treasure chests or events (Battle: P. 26).

Rune Types

Runes can be divided into these three major categories:

Magic Runes

Magic Runes use magic by consuming MP. Each rune has four levels of magic, from 1 to 4. Each level of magic can be used a certain number of times. Each Magic Rune has an attribute such as Fire or Water. When a character equips an Orb, they gain the ability to use magic of that element.

Attack Runes

Attack Runes, which can be used during battle, may increase a character's Attack attribute or have some other useful effect. The number of times an Attack Rune can be used depends on the rune, but Attack Runes do not consume MP. The Shrike Rune and Falcon Rune are examples of Attack Runes.

Effect Runes

Effect Runes need only be equipped for their effects to activate, such as preventing a specific Status Change, or causing a specific Positive Status Effect. The Strike-Back Rune and Counter Rune are examples of Effect Runes (Status Change: P. 30).

Orb Pieces

Some Orbs must be obtained by collecting Orb Pieces to recreate the original Orb. Gather four of the same Orb Pieces and bring them to a rune shop to have them combined into an Orb.



Scrolls

Scrolls are items with the same effect as corresponding Magic Runes. You equip them and use them in the same way as any other item. Scrolls can be purchased from rune shops, or you can select the Create Scroll command in a rune shop to have three scrolls created from a single Orb. Prepare scrolls with the same effects as your most powerful magic and turn the tide in battle against your enemies!



Main Menu

Skills

When characters equip a skill, they will enjoy improvement in Speed, Defense or some other attribute. If you have them train in that skill further, equipping it will improve their attributes even more. With the right skills and training, you can help your characters fill any strategic role, from unstoppable attack troops to impassable defenders.

Skills

Equip or remove skills from each character. Try to draw out each character's individual strengths and balance out their weaknesses, and customize their abilities as you see fit.

Equipment

Equip skills. Select the character first, then the place to equip, and then finally the skill. Skills displayed in gray are that character's Unique Skills, which cannot be changed. Skills have no effect unless you equip them, so make sure you do!
Note: Some skills cannot be equipped by certain characters.



Remove

Remove equipped skills. Select the character first, followed by the skill to remove.

Move SP

Move a character's SP (Skill Points) to Party SP, 100 SP at a time. Note that each time you do this, you will have to pay a cost of 10% of the total moved Skill Points. Example: Moving 100 points requires 110 points in total.



Use Skill

Some special skills can be used from the Main Menu when equipped. These skills include Combat Training, Magic Training, Forge, and Appraisal. Combat Training and Magic Training are used to improve skills or to Check Potential, Forge is used to forge (hone) weapons, and Appraisal is used to appraise an unappraised item. Select the character first, followed by the skill.



About Skill Types and Improvement

There are various types of skills, including some that use Skill Points. Emerge victorious from your battles to earn the Skill Points you need to make your characters more and more powerful (Battle: PP. 26-30)

Types of Skills

Skills include Basic Skills, which each character possesses from the start; Unique Skills, possessed by each character; and Epic Skills which can be obtained over the course of the game.



Basic Skills	Basic Skills are skills your characters possess from the start, such as Stamina and Attack. Equip these skills to improve your character's attributes.
Unique Skills	Unique Skills are unique to each character, and cannot be removed. These skills include powers that activate during battle, skills that can be used from the Main Menu, and others.
Epic Skills	Characters learn Epic Skills after improving a certain number of Basic Skills by the necessary amount. A single skill offers multiple effects.

Skill Improvement

To improve a skill using Skill Points, visit a town's Training Hall and select Train. Choose the character to train first, followed by the skill to train in. Characters earn Skill Points automatically when they win in battle.

Party SP

If a character you wish to train does not have enough Skill Points to improve their skill, you will be asked if you would like to "enlist the help of the others." If you select Yes at this point, Party SP will be used to improve the skill. If you absolutely must improve a certain character's ability in a particular skill, one option you can put Skill Points from other characters into Party SP until you have enough to improve the skill using this method.

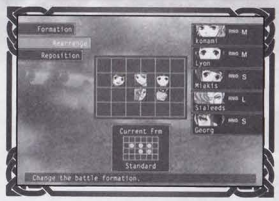
Main Menu

Formation, Swap

Formations determine the position of each character during battles, and can offer benefits such as stronger attack ratings. Swap Battle Characters in and out as necessary to make the best use of the formations you know.

Formation

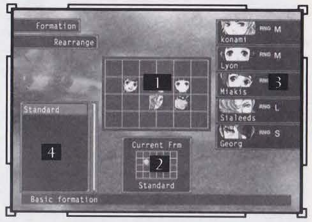
Change your party's default formation in battle, or just the position of individual characters. Try to set formations that make the best of each character's optimal attack range, formation characteristics, and any other relevant factors. Note that as characters join and leave your party during the game, formation and positioning will change to reflect this. It's a good idea to check your formation whenever your list of Battle Characters changes.



Rearrange Change the battle formation. You can learn additional formations by acquiring Tactic book items.

Reposition Change the positions of each character within the chosen battle formation.

Viewing the Rearrange Screen



1 Shows positions of characters in the battle formation

2 Shows the current battle formation

3 Shows the characters and their Weapon Range Type

4 Shows a list of the available battle formation types

Weapon Range Types

S	Most powerful on the front lines. Placement in the rear line will reduce accuracy.
M	Most reliable in the middle of the formation. Placement in the front or rear line will reduce accuracy.
L	Reliable regardless of position. Invulnerable to counter attack.

Swap

Have Battle Characters swap places with members of your Entourage. First, select the character you want to remove from battle, and then select the entourage member you want to replace them with.

Main Menu

Stats, Options

Select Stats to view detailed information about each character. Select Options to set various game environment settings and make your playing experience more enjoyable.

Stats

Check each character's attributes and equipment. When a character's stats are being displayed, you can switch to viewing that character's equipment by moving up or down with either the directional buttons or the left analog stick. To move from character to character, use the left or right directional button or push left or right on the left analog stick.



1 Character Information

Current character information including the name, level, weapon range and other similar info.

2 Battle Stats

The character's strength, defense and affinity in battle.

3 Weapon Information

The currently equipped weapon's info including name, type, level and attack ratings.

4 Runes

The currently equipped runes.

5 Skills

The currently equipped skills and attained ranks.

STATS

ATK	Direct attack strength attacks	ACC	Ability to hit with direct
MAG	Magic attack strength attacks	EVA	Ability to evade direct
PDF	Defense against direct attacks	SPD	How quickly the character can act
MDF	Defense against magic attacks	LUK	How lucky the character is
ATK	Direct attack strength attacks		
TEC	How easily a character can use counter-type skills		

ELEMENTAL AFFINITY

Affinity with each element, such as Sun (Su) and Fire (Fi) ranked as follows. S (best) ⇨ A ⇨ B ⇨ C ⇨ D ⇨ E (worst). The higher a character's affinity, the stronger their attacks and defense with/against that element will be.

Options

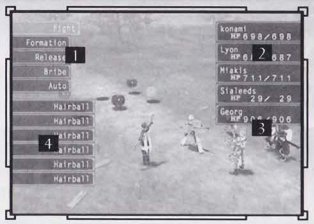
Change the controller and sound settings (Options: P. 8).

Battle

Engaging in Battle

When you encounter an enemy on either the World Map or the Field Map, a battle will occur. The combat system is turn-based, and the side that eliminates all of its enemies first is victorious. Of course, if all of the Battle Characters on your side are eliminated, that means Game Over.

Viewing the Screen



1 Battle Menu

Current and maximum HP are displayed under the name.

2 Battle Characters

Active participants in the battle.

3 Party Member Status

Current and maximum HP are displayed under the name.

4 Enemy Names

List of enemies in the battle.

Battle Menu

Decide what each Battle Character will do. Select an item with either the directional buttons or the left analog stick, and confirm your selection with the ⊗ button or L1 button.

Fight

Select each character's battle method from the available options: Attack, Defense, Runes, etc. Once you've decided what each character will do, they will start executing those actions, one by one from highest Speed to lowest (Fight: PP. 28-29).

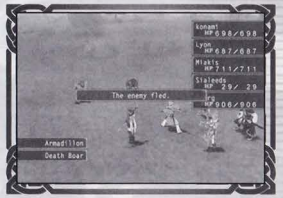


Formation



Use Formation Skills or change the formation. Selecting Formation Skill lets Battle Participants cooperate in attacking the enemy, healing character HP, or a range of other actions. Which Formation Skills you can use will depend on your current formation, and you may not be able to use a Formation Skill if the central character for that skill is defeated. Also note that most Formation Skills can only be used once per battle.
Select Rearrange to change the formation. If your party's formation changes during a given turn, you cannot use a Formation Skill until that turn is over.

Retreat



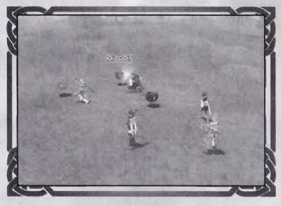
Attempt to flee without fighting. The higher the Luck ratings of your Battle Characters, the easier it will be to retreat. Be careful, though, as you cannot retreat from certain battles, such as those that started with events.

Bribe



Use this option to pay money (Potch) and retreat with no chance of failure. The stronger and more numerous the enemies you face, the more you will have to pay. Note that you can't bribe your way out of battles which you can't retreat from either, such as those that started with events.

Auto



All Battle Characters attack with weapons. You can determine which strategy they will follow when targeting enemies by using the Auto Battle option in the Main Menu (Options: PP. 10-11).

Battle Results



Achieve victory by eliminating every enemy.
If victorious, you will receive money (Potch) and experience points, and skill points will be added to each character, as well as to your Party SP. You may also receive items.

Battle

Fight

When you select Fight from the Battle Menu, the following menu of actions will appear. Select an action for each character in turn, starting with the character displayed at the top of the screen, to prepare for your fight against the enemy.

Attack



Attack the enemy with a weapon. Select the target with either the directional buttons or the left analog stick, then confirm your selection with the ⊗ button or L1 button.

Defend

Defend yourself against enemy attacks. Physical Defense and Magic Defense attributes will increase until that turn ends.



Rune

Use the power of a rune. To use an Attack Rune, you will also need to select a target after selecting the rune. To use a Magic Rune, select the rune, followed by the magic, and then finally the target, in that order. Also, if there are two different characters who can use a certain Magic Rune, then those characters can cooperate to unleash Unite Magic.





Items

Use an equipped item. Select the item with either the directional buttons or the left analog stick, then confirm your selection with the ⊗ button or the L1 button.



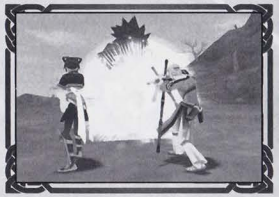
Stocking from Party Items

If any character has an empty item slot, you will be able to Stock a Party Item such as a recovery item or attack item. Select the item you want to Stock with either the directional buttons or the left analog stick, then confirm your selection with the ⊗ button or L1 button. Finally, select where you want to equip the item. When you Stock an item, you will not be able to take any action until the next turn.

Cooperative Attack

When certain combinations of characters are in battle together, they can cooperate to attack the enemy. Select the Cooperative Attack you wish to unleash with either the directional buttons or the left analog stick, then pick the target. Note that you can verify the combinations of characters that can use Cooperative Attacks by checking Stats in the Main Menu. Keep these combinations in mind when swapping party members.





Switch

Switch a Battle Character with a member of your Entourage. Select the Battle Character and then the Entourage member by using either the directional buttons or the left analog stick, then confirm your selections and switch the characters with the ⊗ button or L1 button. After a switch, that character will not be able to take actions until the next turn.



Battle

Status Change

During battle, enemy attacks, rune effects, and other factors may result in a Status Change. Negative Status Effects are detrimental to characters that suffer from them, and Positive Status Effect are beneficial to characters.

Negative Status Effect



Poison
Character loses a set amount of HP each turn. Cure with either Antitoxin or Status Change healing magic.



Silence
Character cannot talk, and therefore cannot use magic. Cure with either a Cough Drop or Status Change healing magic.



Panic
Character panics, and cannot be ordered to take any actions. Wears off after a set number of turns.



Dislike
Character's relationship with other Battle Characters sours — Cooperative Attacks and Unite Magic can no longer be used. Wears off after a set number of turns.



Sleep
Character falls asleep, and can no longer take actions. They will wake if attacked, or if Status Change healing magic is used.



Unconscious
When a character's HP reaches 0, they become Unconscious and can no longer take actions. This can be cured by using a Sacrificial Jizo, or the Yell or Light of Day magic spells.



Unbalance
Character is unbalanced, and cannot take any actions for one turn. Wears off at end of turn.



Darkness
Character's eyes are shrouded in darkness, halving Accuracy. Cure with either Eye Drops or Status Change healing magic.



Slow
Character's movements grow slower, and their turn to act comes last. Cure with Status Change healing magic.

Positive Status Effect



Boost
Doubles character's Attack for three turns, but reduces character's HP to 1 after the effects wear out. (yellow glow)



Wall
Caused by equipping the Wall Rune. Defense is doubled until the end of the battle, but character cannot do anything but defend.



Steel
Caused by equipping the Steel Rune. Damage from physical attacks is halved, but character's Magic Defense is reduced to 0.



Fury
Attack is increased by 50%. Wears off after a set number of turns, unless the Fury Rune is equipped.



Berserk
Doubles attack, but reduces Accuracy and prevents you from selecting targets. Wears off if all of character's allies are defeated.



Skunk
Caused by equipping the Skunk Rune. The enemy will not target this character until he is the last member left participating in battle.



Alert
Magic Attack is increased by 50%. Wears off after a set number of turns, unless the Alert Rune is equipped. (white glow)



Boundary
Caused by equipping the Boundary Rune. Damage from magic attacks is halved, but character's Physical Defense is reduced to 0.



Toasty
Character's body feels all "toasty," and heals a certain amount of HP each turn. Wears off after a set number of turns.

One-on-One Duel

One-on-one duels generally begin with an event in a town or some other such location. To win, simply select commands and inflict damage until your enemy's gauge is empty. Allowing the enemy to empty your gauge first means Game Over.

Basic Rules

Listen to what your enemy says and try to predict what actions they will take, then select the command that will work best against them. There are three commands available: Attack, Guard, and Special. There is also a time limit, so decide quickly! If the command you select is stronger than the one your enemy did, you will inflict damage on them and their gauge will decrease. If your enemy selects the stronger command, they will do damage to you. This process repeats until either you or your enemy's gauge is completely emptied. To emerge from the duel victorious, you must empty your enemy's gauge before they do the same to yours.



Commands

Use the ▢ button to Attack, the ○ button to Guard, or the ✕ button to execute a Special command. Each command has strengths and weaknesses relative to the others — for example, Attack is strong against Guard but weak against Special. If you and your enemy both choose the same command, the table below shows what will happen. And remember to choose carefully — once you have selected a command, you cannot alter it!



Command Relationship
Stronger than ➡
Weaker than ⇦

Result of both sides choosing the same command

Attack x Attack	Press the ✕ button, ○ button, or ▢ button rapidly and repeatedly to fill the Deadlock Gauge in the center of the screen. If you approach Victory, you will attack — but if you approach Defeat, your enemy will.
Guard x Guard	A stand-off. Neither side takes damage.
Special x Special	Both you and your enemy take double damage.

(Attack x Attack) Deadlock Gauge

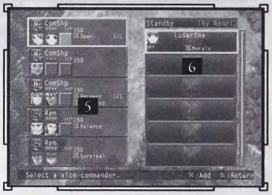


War

After you have progressed to a certain point in the story, events will draw you into war. It will fall to you to lead your army as they struggle against enemy troops and nations. Take control and seize the victory for you and your allies!

Unit Organization

The army you will lead to war is divided into units. At this screen, you must decide which characters will join which unit. Each unit can include up to three characters: one captain and two vice captains. Note that the unit's type will vary depending on the captain. Select a unit and press either the ✕ button or the L1 button to display a list of Reserves. Carefully examine the special abilities of each character and select the ones you wish to add to the unit. To remove a character from the unit, press the ■ button. Once you are finished organizing your units, press the △ button or L2 button (Unit Types: P. 35).





1 Unit Type
2 Unit's Hit Points
3 Unit Captians
4 Special Abilities
5 Units
6 Reserve Captains

Menu Screen

Menu

Once you have finished organizing your units, the war will begin. Use the menu that appears at this time to check the victory conditions, map, unit details, and other such information. Select Begin Battle once you are ready.



Battle Goal:
Check the Victory/Loss Conditions for the war.

View Map
Check the enemy's position, terrain features, and other factors.

Unit Details
Check the size, special abilities, and other information about allied and enemy units.

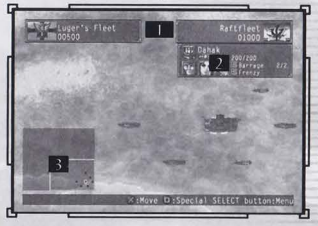
Information
Check the characteristics of each unit type.

Special
Check Special abilities, divided by type. Battle-Based are abilities that can be used when opposing units come into contact with each other. Map-Based abilities can be used by selecting a solitary unit on the map and Special abilities are automatic while your unit possesses that ability.

Begin Battle
Select to initiate the battle. You will be asked to confirm before the battle begins.

Map Screen

Here you can control your units' movement and initiate Map Attacks. Fighting commences if you come into contact with an enemy unit. The units move across the Map Screen in real time. Be careful to move quickly, or you will be surrounded by the enemy in an instant. Select units using either the directional buttons, the left analog stick, or the R1 button and R2 button. Press the SELECT button on this screen to display the menu.



1 Armies
Shows the names of your army and the opposing army and also the number of soldiers remaining on each side.

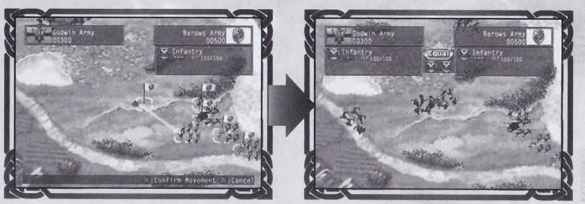
2 Unit Info
Shows the name, type and details of a highlighted unit on the map.

3 Radar
Indicates the position of units on the battlefield. The blue squares show the enemy units and the red squares show your allied units. The color of units that are moving are shown in a lighter color than the stationary units.

Move

Select an allied unit with the ✕ button and a cursor will appear. Move the cursor to choose the unit's destination and it will begin moving. If you highlight an enemy unit while choosing a destination, the enemies stats will appear along with a display showing whether your unit has a tactical advantage or disadvantage in a battle. If a unit has a special ability, press the L1 button to display a menu to choose between Moving or using the Special ability.

Move the cursor over an enemy unit to see the relationship.



Special

To use a Map-Based ability, highlight the unit and press the ■ button or the L1 button, depending on the type. Some specials will show a range of where it can be used, in which you must select the exact location.



War

When an allied unit comes into contact with an enemy unit, combat automatically begins. If the allied unit possesses a Special Ability, you will be able to select whether or not to use this ability when the units come into contact. Victory and defeat are decided automatically according to the types of units involved, and the unit that suffers the most damage will be forced to retreat. When a unit takes damage, its number of members decreases; if this number reaches zero, the unit will withdraw and vanish from the screen. If you defeat a unit which has items, you may receive those items too.



Select a Special Ability...



and unleash a powerful attack!



Ending a War

Wars end when either the victory or loss conditions are met. If you are victorious, the Results Screen will be displayed. If you lose, the Game Over Screen will appear. In this case, you can Select Continue to try again (About Game Over: P. 13).



Results Screen

Results Indicates a victory or a defeat.
Reward The money (Potch) you earned in battle.
Losses The number of casualties, and the money lost as a result.
Total This number represents the final Potch amount won or lost from battle.
Reward The items you earned in battle.

Unit Types

Units come in two types: Ground Units and Naval Units. This section describes the characteristics of typical units of each type. Be sure you fully understand each unit, and use this information to your advantage during the war.

Ground Units

The three types of Ground Units are infantry units, cavalry units, and archery units. Each type is stronger than one other type and weaker than one other type, creating a paper-scissors-rock relationship.



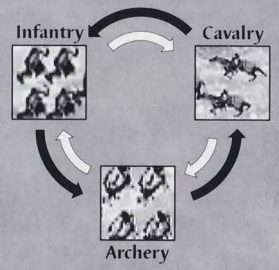
Infantry Units
These key ground units attack with swords, spears, and other weapons. Infantry units are strong vs. archery units, and weak vs. cavalry units.



Cavalry Units
These highly mobile units attack from horseback with weapons such as swords and spears. Cavalry units are strong vs. infantry units, and weak vs. archery units.



Archery Units
Archery units attack from a distance with arrows, ballista and so forth. Archery units are strong vs. cavalry units, and weak vs. infantry units.



Relationship between units
Stronger than ➡
Weaker than ⇦

Naval Units

The three types of Naval Units are combat ships, rams, and archer ships. These, too, are organized in a paper-scissors-rock relationship.



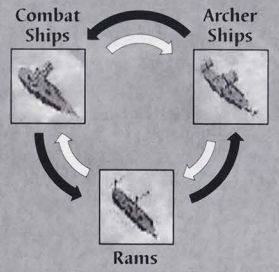
Combat Ships
Combat ships are loaded with infantry and spearmen, who board and attack enemy ships. Combat ships are strong vs. rams, and weak vs. archer ships.



Rams
Rams attack other ships by ramming them. Rams are strong vs. archer ships, and weak vs. combat ships.



Archer Ships
Archer ships are loaded with archers, who use their bows to attack enemy ships. Archer ships are strong vs. combat ships, and weak vs. rams.



Relationship between units
Stronger than ➡
Weaker than ⇦

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EVERYONE 10+

Fantasy Violence
Language
Use of Alcohol

ESRB CONTENT RATING www.esrb.org